



Stage 1: Return Fire

Round Count: 17 rounds

Target Distance: 3 to 15 yards

Targets Required: 7 threat targets, 1 popper, 1 drop-turner

Props Required: 3 no-shoots

Scoring Method: Vickers Count

Starting Position: Standing with hands at sides facing up range at P1

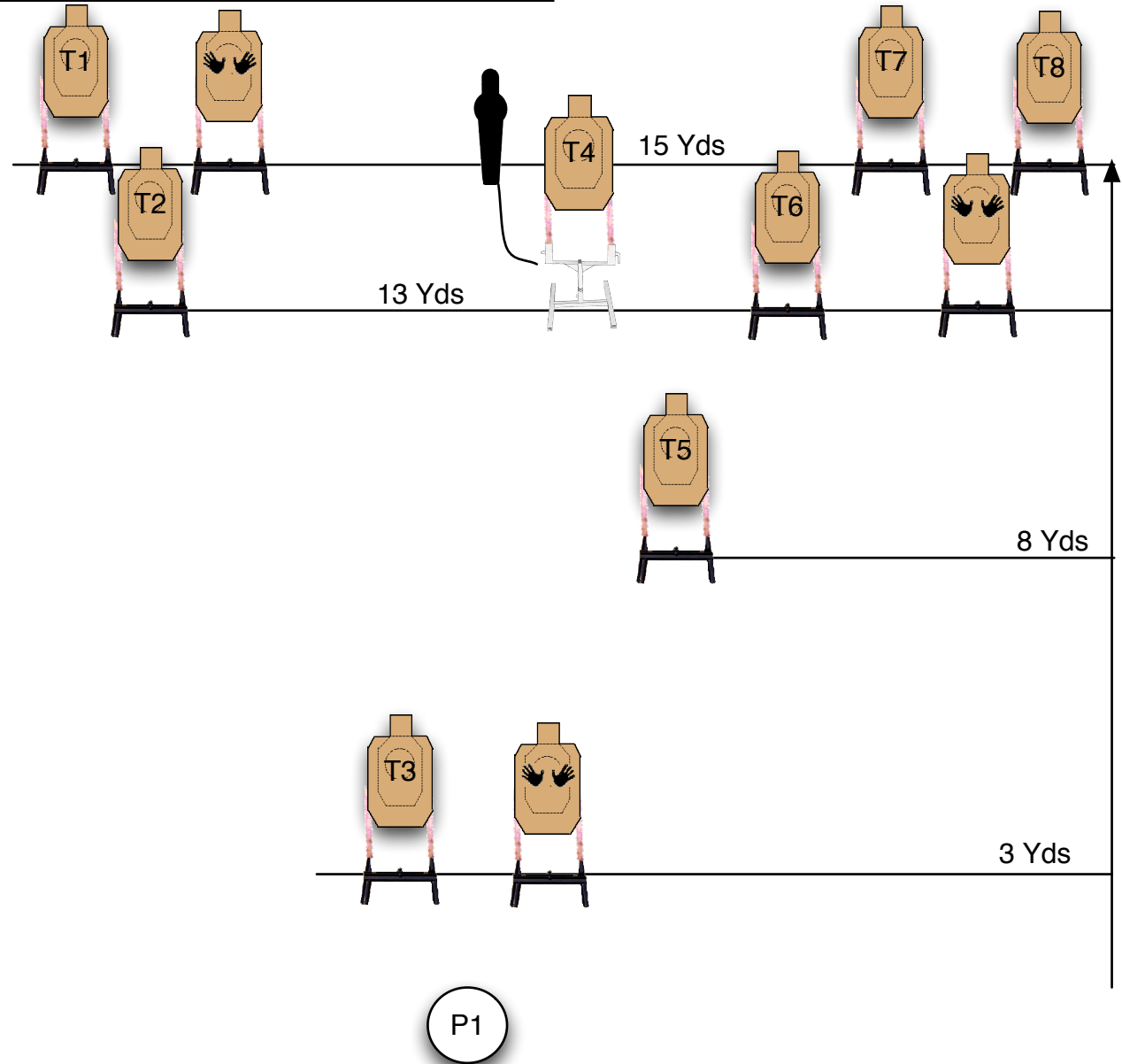
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're at the store returning some holiday gifts, when a group in front yells out "This is a stick up! Everybody get face down!" and draw weapons.

Procedure: On the start signal, draw and engage all threats, except for the drop-turner, in tactical sequence. The drop-turner should be engaged with 2 rounds minimum as soon as it is visible.

Scoring: T1 through T8 should have 2 hits each. All steel must fall.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment IS required. Make sure that the Shooter engages the non-disappearing threats in Tactical Sequence (1 round at EVERY target before a second round at ANY target).



Stage 2: Gangwar, Interrupted

Round Count: 18 rounds

Target Distance: 5 to 15 yards

Targets Required: 9 threat targets

Props Required: 1 tarp, 2 barricades

Scoring Method: Vickers Count

Starting Position: Standing with hands at sides facing up range at P1

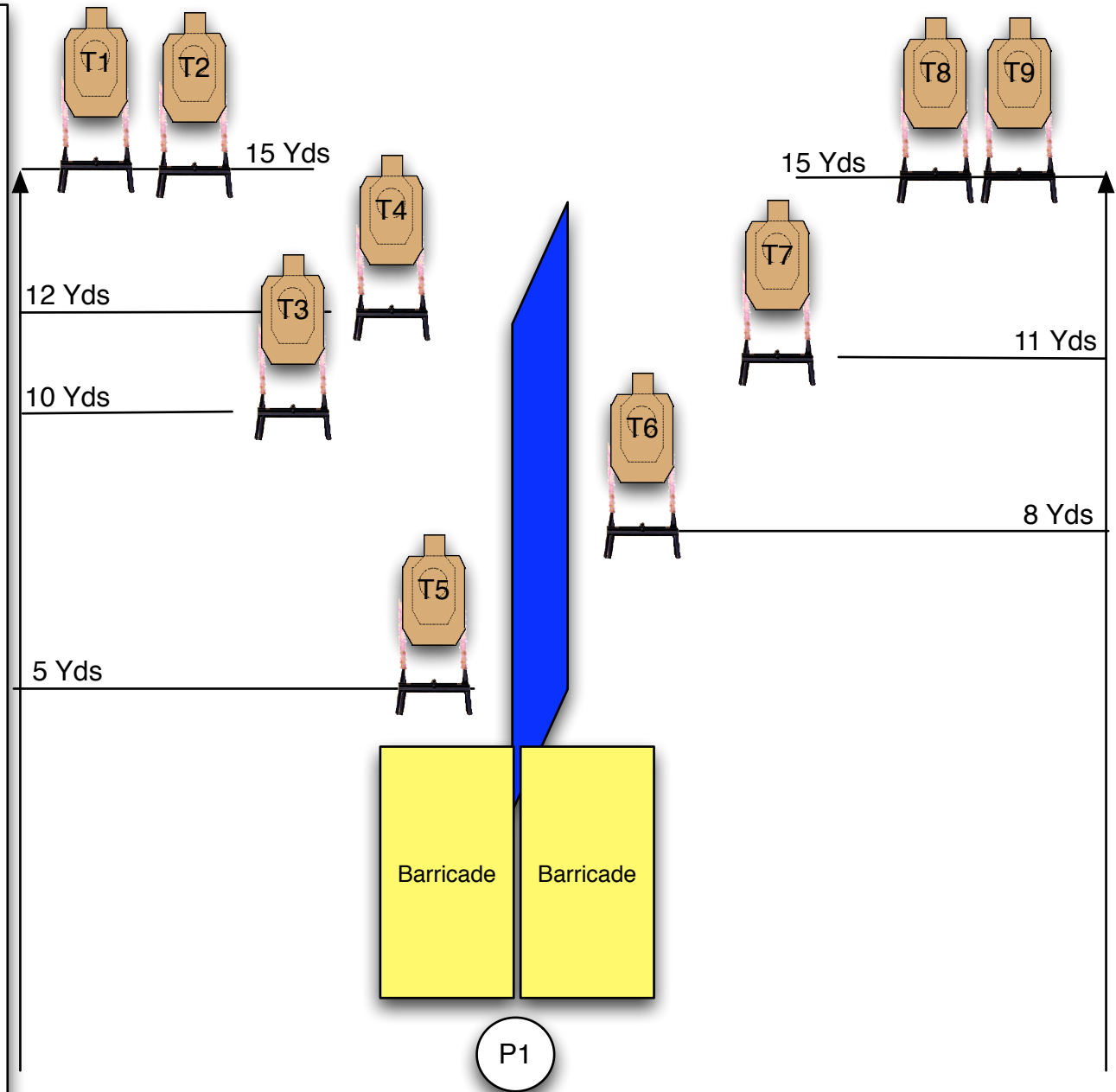
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You were walking home through the city, when you stumbled upon two large groups of gang-bangers that were fighting each other. They saw you, and decided that they didn't want any witnesses to their brawl. The pull out weapons and charge at you. You've taken cover, but now have to fight for your life.

Procedure: On the start signal, draw and engage the targets on one side of the barricades. When you are finished with those targets, engage the targets on the other side of the barricades. All targets should be engaged using Tactical Priority per each side of the barricade.

Scoring: T1 through T9 should have 2 hits each.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment IS required. Tarp should be set up so that targets are not visible except from one side of the barricades. Make sure that Shooters engage targets in far-to-near order for one side, and then the other. There is no penalty if the Shooter engages all targets in far-to-near order (and moving back and forth from one side of the barricades to the other.



Stage 3: Standards

Round Count: 18 rounds

Target Distance: 10 yards

Targets Required: 6 threat targets

Props Required: none

Scoring Method: Limited Vickers Count

Starting Position: String #1 & #2: Standing with hands relaxed at sides, facing down range at P1. String #3: handgun held at low ready in weak hand, facing down range.

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a skills test.

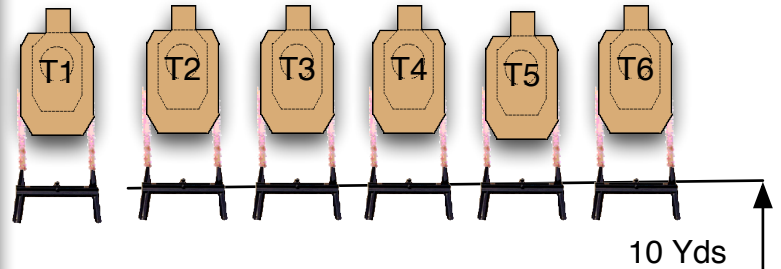
Procedure:

String #1: On the start signal, draw and engage targets T1 through T6 with 1 round to the head on each target.

String #2: On the start signal, draw and engage targets T1 through T6 with 1 round each, strong hand only.

String #3: On the start signal, engage targets T1 through T6 with 1 round each, weak hand only.

Scoring: T1 through T6 should have 3 hits each, at least one of which must be a head hit.



Note: Target heights should vary. A concealment garment IS NOT required.

Racine IDPA 01/05/2008
Original CoF design by Tom Ropers



Side: Security Breach

Round Count: 18 rounds

Target Distance: 13 to 20 yards

Targets Required: 9 threat targets

Props Required: 1 small table, 2 barricades, 3 tarps, 2 non-threats

Scoring Method: Vickers Count

Starting Position: Standing at P1, with hands relaxed at sides.

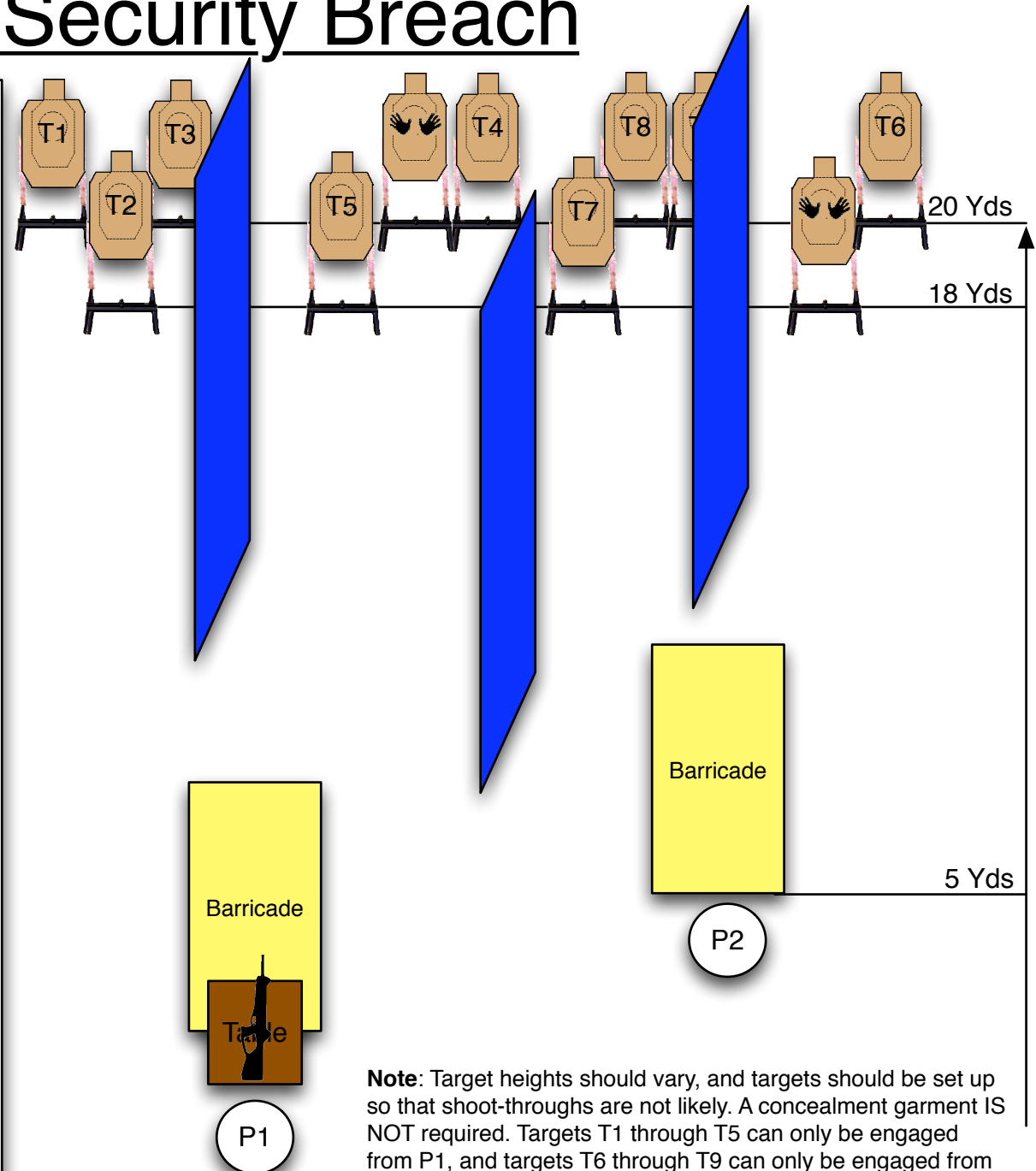
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're working as an armed security guard at a warehouse in a bad part of town. You hear some odd noises, and then a call for help from one of your fellow guards. You grab your carbine and head off to the rescue. Your carbine jams after 10 rounds, so you grab your handgun and continue on.

Procedure: On the start signal, pick up the loaded carbine and engage targets T1 through T5, using the barricade for cover. Once the carbine is empty, place it on the table, pointed down range. Any make up shots can be made with your handgun once the carbine is placed on the table, but have to be made from the barricade. If no make up shots are required or desired, move to P2 and engage targets T6 through T9 with your handgun, using the barricade for cover.

Scoring: T1 through T9 should have 2 hits each.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment IS NOT required. Targets T1 through T5 can only be engaged from P1, and targets T6 through T9 can only be engaged from P2.